

多媒體

SEA SURVIVAL



BATTLE STATIONS

INSTRUCTION MANUAL

Produced by
0150

©1995 game by Microsoft
Registration: Ltd. for play on the
Microsoft Windows 95 System

ELECTRONIC ARTS

STARTING THE GAME

1

2

1 Sega Saturn™ System

2 Control 1

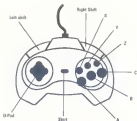
- 1 Turn ON the power switch on your Sega Saturn™ system.
- 2 Make sure a control pad is plugged into the port labelled Control 1 on the Sega Saturn™ system.
- 3 Open the disc tray and place the Dartschampions disc inside.
- 4 After the opening video sequence, press **START** and the Main menu appears. D-Pad **UP/DOWN** to select a 1 or 2 PLAYER game, and press **START**.
- At each screen, press **START** to continue (See Quick Start to begin Arcade play immediately.)
- To bypass the demo, press **START**.

COMMAND SUMMARY

Every mission begins at the Strategic Map. Use this map of the wide zone to view enemy activity, and to deploy and mobilize your fleet. When two opposing ships are in close enough, one can initiate Tactical Combat against the other. (See Strategic Map.)

When Tactical Combat is initiated, an overhead view of two 3-D ships replaces the Strategic Map. The goal of Tactical Combat is to sink your enemy's ship before your enemy sinks yours. (See Tactical Combat.)

Note: In Arcade mode you engage immediately in Tactical Combat; the Strategic map is not available.



Strategic Map

Ship Select overlay	B
Deploy ship/Initiate Tactical Combat	C
Navigate ship	D-Pad
Cycle through ships	A
Onboard/Offboard task force	X
Begin auto-pilot	Z + D-Pad
Identify your ship	Right SHIFT
Initiate strategic feature (if available)	Y
Pause	START

Tactical Combat

Navigate ship	D-Pad
Over-ride auto-target and target manually	C + D-Pad
Fire main guns	B
Fire primary weapon	Y
Initiate secondary weapon	X
Initiate special feature (if available)	Left SHIFT
Initiate defensive measure (if available)	A
Signal Rescue Helicopter (extreme strength)	Z
Pause	START

Note: For detailed information regarding the specific weapons and features of each ship, see *The Dossiers*.

Menu Screens

Highlight categories	D-Pad UP/DOWN
Scroll options	D-Pad LEFT/RIGHT
Select and continue	START
Return to previous screen	B



THIS IS BATTLESTATIONS

Whether you crave pure *head-to-head* fighting or *head-to-head* fighting combined with strategic missions, *Battlestations* supplies instant gratification. Select from three game modes:

- ARCADE** Compete in multiple ship-to-ship battles against a friend or the computer. Earn Commission points when you sink your opponent's ship, and advance through 10 naval ranks to become Fleet Admiral (Be the Deck Star! for a straight guide to fighting.)
- CAMPAIGN** Challenge a computer animated Commander to one of 18 strategic missions, from recovering a lost research party to liberating your homeland from enemy occupation. Deploy and manuever an assigned fleet and lead your ships into one-on-one combat to secure your goal. (See Campaign on.)
- WAR GAMES** Compete against a friend in War. Capture the Harbour, and Capture the Flag. Create diverse War Games by placing the fleet of your choice in any of the 26 coastal locales. (See War Games.)

QUICK START

These instructions take you directly to ship-to-ship fighting (i.e., Tactical Combat). To lead a mission, see Campaign or War Games.

TO BEGIN TACTICAL COMBAT:

- 1 At the Main menu, D-Pad **UP/DOWN** to highlight 1 PLAYER or 2 PLAYER, and press **C**. A game mode screen appears.
- 2 Press **START** to select **ARCADE**. The ship select screen appears. (For more information on Arcade mode, see Arcade.)
- 3 D-Pad to select a ship from the eight available, and press **START**. Tactical Combat begins. (To learn the art of Tactical Combat, see Tactical Combat.)

Help Text

Help Text appears as green text at the bottom of a menu screen



Arrows indicate D-Pad directions

Operate every menu using the same basic controls. Learn them here and use 'em everywhere.

- To highlight categories: D-Pad **UP/DOWN**
- To scroll options: D-Pad **LEFT/RIGHT**
- To continue with your selection: press **START**
- To return to the previous screen: press **B**

STRATEGIC MAP

Ship Select overlay

Task Force

In 1 Player mode, a number of friendly ships are pre-deployed and docked in your harbor.

Name lockout



You must return the ship icon from the starting point before deploying another.

Press **A** to cycle between ship icons.

Party time

Identify and mobilize them immediately.

A global view of the hot zone. The Strategic map is the starting point for each mission. Select and deploy your ships from the Ship Select overlay to achieve your objective.

Ship Select Overlay

The number decreases as you deploy ships from your harbor.



When you highlight the ship abbreviation, the ship information appears.

To deploy a ship:

- 1 Press **B** to call up the Ship Select overlay.
 - 2 Highlight your selection, and press **C**. The overlay disappears, and a generic ship icon appears. Your icons are green; enemy icons are orange.
- After you deploy a ship, it has two seconds of safety before an enemy ship can attack.



Controlling a Ship Icon

In order to secure your position on the Strategic Map, keep in mind the objectives of your selected mission: then deploy your fleet accordingly. You can place single ships on Auto-pilot, send them on their way, and form Task Forces to strengthen the strategy.

TO PILOT A SHIP:

1. Press **A** to cycle through ships. A target box surrounds the selected ship.
2. **D** Pad in the direction you want the ship to head.
- To identify the ship you control, press **Right SHIFT**. An abbreviation of the ship's class appears. (To view a list of ships and their abbreviations, see *The Scoutbook*.)

Task Force

A group of up to four ships that travel together—perfect for an aggressive attack.

TO CREATE A TASK FORCE:

1. Draw near a friendly ship and press **X**. The friendly ship joins the lead ship.
2. To add a third or fourth ship, select a ship, draw near the task force, then press **X**.
- To exit a task force, press **X**. The selected ship exits.

Note: *Tactical Combat is always one-on-one.* If you attack a Task Force, the first battle is against the ship nearest you. If you lose, the next battles are against the mobile ships, then finally the remaining ship.

AUTO-PILOT

Auto-pilot is essential for mobilizing a great number of ships.

- To assign Auto-pilot to a single ship or Task Force, press **Z** + **D** Pad. The ship continues in the assigned direction until it is obstructed.
- To resume manual control, select the ship and **D** Pad.

STRATEGIC FEATURES

At the Strategic Map, the Submarine and Mine Layer each have a strategic feature you'll love by pressing **F**:

- **Submerge** the Submarine and send it on a stealth mission to enemy lines. If an enemy ship is in the same vicinity, the enemy's sonar turns red.
- **Build** up to two undetected mine fields with the Mine Layer. Enemy ships suffer damage and carry it over into Tactical Combat.



PARTY TIME

When two opposing ships are in the same vicinity, their icons become red. At that point, either ship can initiate Tactical Combat.

Note: When Tactical Combat is initiated, all ship icons freeze. They resume motion when you return to the Strategic Map.

- To initiate Tactical Combat, press **C**. (See Tactical Combat.)

Land-Based Structures

Three land-based structures appear in Campaign mode.

MISSILE SILO Launches missiles at passing ships. Use a Troop Transport to initiate Tactical Combat with the silo.

SHORE BATTERY Initiates Tactical Combat with a passing ship. Any ship can engage in combat with a battery, but not every ship can destroy it.

POWER PLANT Provides power to nearby batteries. Send in your marines, and destroy a power plant to disable allied structures.

Mission Debriefing

At the end of a mission, you get a statistical summary to gauge your performance.



Your ships
Enemy ships
Ships sunk during play

TACTICAL COMBAT

When a ship survives in Campaign or War Games mode, it moves to the next battle with damage suffered.

Ship



Strength Meter
To shoot the fly-around icon, press **B**
Port
Starboard

Once a player initiates Tactical Combat from the Strategic Map, there is no turning back. This is a ship-to-ship fight to the death.

Note: In Arcade mode, you engage immediately in Tactical Combat; the Strategic map is not available.

Note: Before heading into battle, study your ship's charts and learn what distinguishes it from others. The ship displays special weapons to use against specific ships. (See The Symbiote.)

At The Helm

Stay clear of the enemy's cross hair by utilizing ship mobility features, and the defensive measures:

- To steer, **B** Pad relative to the bow of your ship. (e.g., **B** Pad **UP** moves the ship forward.)
- To activate your defensive features, press **A**. On most ships this activates the sonar ping or anti-aircraft weapons.
- To activate your special feature (if available), press **Left SHIFT**. (To learn which ships have special features, see The Scoutbook.)

In The Turret

While working hard to avoid enemy fire, you need to work hard as hard to get your own shots off. Success in Tactical Combat depends on keen marksmanship.

Note: A shot breaks to the position of the cross-hair at the end of the shot's path.

- To override Auto target and target manually, press **C** + **D** Pad. The cross-hair moves relative to your bow and turns red when locked on. (e.g., **C** + **D** Pad **RIGHT** moves the cross-hair starboard.)

Ed Tip: You have 75% more range when targeting manually.

- To fire main guns, press **B**.
- To launch a premium weapon, such as a missile or torpedo, press **Y**. The cross-hair returns to your ship after the shot is complete.
- To fire the secondary weapon, press **X**. This activates a depth charge on many ships.

From The Home Harbour

When attacked by a Troop Transport in Capture the Harbour, the home harbour strikes back. Sink the Transport before it unloads its marines on your shore—if just one marine slips by, the entire harbour is destroyed.

- To fire main guns at the firing Transport, press **B**.
- To fire Machine guns at advancing marines, press **Y**.
- To target manually, press **C** + **D** Pad. The cross-hair moves relative to the shore and turns red when locked on. (e.g., **C** + **D** Pad **UP** moves the cross-hair away from the shore.)

Strength Meter

During Tactical Combat, two meters appear at the top of the screen, displaying hull strength. Your ship's meter is green; the opponent's meter is orange. As a ship takes hits, the meter decreases. Call in the Rescue Helicopter to restore strength—a ship sinks when hull strength is depleted.

RESCUE HELICOPTER

After receiving the signal, the helicopter arrives to rescue a member of your crew from the water. If the crew member is rescued, one unit of strength is restored.

- To signal the Rescue Helicopter, press **Z**.

ARCADE

Press **C** to begin.

Tactical Combat with the ships highlighted.

Begin on an image of 4 points, and move up in difficulty with points earned.

Become Fleet Admiral at 100 points.



Begin

Starts

Commission points gained if you sink the enemy

Highlighted ship chosen

D-Pad to select a ship to take into battle

Select **ARCADE** from 1 or 2 Player mode to compete in multiple one-on-one battles. Race through ten official cards from Ensign to Fleet Admiral, and earn your stripes by accumulating Commission points.

Note: To get the fastest at one-on-one fighting, use **Tactical Combat**.

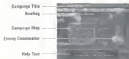
TO EXIT AN ARCADE GAME:

1. Press **B** at the Arcade screen. A confirmation prompt appears: **ARE YOU SURE YOU WANT TO QUIT?**
2. Highlight **YES**, and press **C**. You return to the title screen.

Commission Points

Survive a battle and earn a specified number of Commission points. The more difficult a ship is to sink, the more points you receive. For example, while an Aircraft Carrier (AC) has a complete stock of weaponry and can sustain plenty of damage, a Troop Transport (TT) has minimal firepower and can take little damage. Therefore, if the AC sinks the TT, the captain of the AC receives 3 points. If the TT sinks the AC, the captain of the TT receives 27 points. As you scroll through ships on the Arcade screen, specified Commission points appear beneath **PTS TO GAIN**.

CAMPAIGN



Dr-Pod ABIGAIL to scroll through Briefings and Commanders.

Select **CAMPAIGN** and embark on a mission of your choice. From locating and film rating on my supply convoys to protecting the whale migration from illegal poachers, the priority of a mission depends on the Commander you challenge.

TO BEGIN A CAMPAIGN:

- 1 Select **CAMPAIGN** from the 1 Player menu, and the Mission Select screen appears.
- 2 Scroll through Briefings and Commanders, and press **START** to select your mission. The Fleet screen appears, displaying your assigned fleet.
- 3 Press **START** to advance to the Strategic Map.

MISSION

BRIEFING View the ten campaigns broken down into briefings and maps. From here, learn specific goals. (To learn more about the missions, see *Mission Briefings*.)

COMMANDER View dossiers on 48 live opposing Commanders. Some Commanders are tougher opponents than others. (To identify your toughest opponents, see *Commanders*.)

Mission Briefings

- Up to 10 campaigns are possible by pairing missions with Commanders. The following 10 are display missions paired with Delaney, the easiest opponent.

#1 OIL INFERNO



- Existing harbour
- Pre-deployed ships: PT/AC/BB/CR
- Oil refinery (OR)
- Your harbour

Soon after the island of Sade was found to be rich in oil, the enemy constructed unauthorized drilling rigs on top of existing villages. Inhabitants were forced to leave the new industry or abandon their homeland. You must destroy the oil refinery (OR) to return the island to its people.

- **Strategy:** Only your marines can destroy the refinery.

#2 CONVOY RAID



- Your harbour
- Pre-deployed ships: CR/AC/BB
- Existing harbour

The enemy is particularly restless and trigger happy as they transport oil among these islands. Without this oil, their fleet will be helpless. Locate and eliminate oil transports (OT) before they reach their destination.

- **Strategy:** Heavily armed escorts protect oil transports, be creative when assigning tank forces.

#3 ENEMY MINEFIELD



According to area sources, the enemy is peaceful—your first clue something shady is in the works. Your second clue is a nearby private factory. Stop command delivery boats (CB) and destroy the factory (DF). You'll soon discover if the enemy is involved.

Your harbour

Pre-deployed ships ML/CB/MP

Enemy harbour

Factory (DF)

Delivery boat (CB)

- **Strategy:** Delivery boats habitually follow the same route. Memorise the route and your job is half done.

#4 MISSION OF MERCY



A US research party crossed into hostile territory to examine a nuclear waste dump (NW). After completing tests, they found it was much easier to get in than to get out. The enemy does not want the test results published and will do anything to keep you from rescuing the researchers.

Enemy harbour

Nuclear waste dump (NW)

Your harbour

Pre-deployed ships PT/BB/CB/SC

- **Strategy:** You must know how to disable a shore battery to complete this mission.

#5 INVASION ISLAND



The icy waters of the North host three enemy ports to your aid. Until a recent surprise attack, a peace pact secured your remote port from enemy invasion. You've already lost important ships. Regroup immediately and use the remainder of your fleet to obliterate all three enemy harbours.

- Pre-deployed ships: SN/CA/PT/CR
- Fleet harbour
- Enemy ports (3RP)
- Enemy harbour

- **Strategy:** Use heavily armed ships to escort irreplaceable Troop Transports.

#6 WHALE LIBERATION



A whale migration attracts the most ruthless of poachers. This season you can be sure the enemy plans to catch it. Use your small but tough fleet to escort the defenceless whales through these dangerous waters.

- Whale (WR)
- Pre-deployed ships: PT/BB/CR
- Fleet harbour
- Enemy harbour

- **Strategy:** To guard the whales, study their migration path, then position your fleet to intercept enemy whaling ships (WRP).

7 ATOMIC SUB



Your harbour

Pre-deployed ships: 04/08/100

Missile site

Enemy harbour

The enemy is conducting a covert test run of an atomic Submarine. Although its full capabilities are unknown, the Super Submarine (SS) could be the enemy's ace in the hole. Locate and destroy this vessel—be prepared to take on an entire fleet.

- **Strategy** Utilising the latest stealth technology the Super Submarine is nearly invisible. Scout every area of the map.

#8 DEFENSIVE DILEMMA



Your harbour

Pre-deployed ships: 04/08/100

Enemy port

Missile site

Enemy harbour

Because your harbour is the ideal location for an active port, every Commander is prepared to take it whatever the cost. Protect this vital land from invasion. It takes only one Troop Transport to destroy an entire harbour.

- **Strategy** Protect your Mine Layers and use them wisely.

#9 TECH CONTENTION



Your science team built a stellar technological device (ST) but there's a small problem: the prototype has been "misplaced," and you aren't the only Commander eager to find it.

Your harbour

Module site

Pre-deployed ships: T1/SB/SN/ST

Enemy harbour

- **Strategy:** Use your fast ships to scout the area and your powerful ships to eliminate the competition. Protect your Troop Transports.

#10 HOME FIRE BURNING



You received word: *Return to Hoth's* harbour. *Enemy* has invaded.

Everything destroyed! Now you must drive the enemy from your homeworld to free your people, and destroy the enemy's harbour to even the score.

Your ships: T1/SB/SN/ST

Enemy harbour

Home harbour

- **Strategy:** Until you free your harbour with your Troop Transport, you command only four ships. Look for a way to divide enemy reinforcement & without wasting ships on a battle with a short battery.

Commanders

The ability of a Commander determines the difficulty of a mission. (e.g., Kennedy may have an excess of shore batteries you must contend with, whereas Delaney has none.)



**ADMIRAL TURNER
DELANEY**

One of your opponents, Delaney is clever. Losses behind him. However, do not underestimate this high-octane veteran.



CAPTAIN KARL SCHRECK

Second only to Vasiliev in skill, Schreck is utterly cunning —never turn your back.



VICE ADMIRAL BALLAST

What Ballast lacks in expertise, he makes up for in patience. He discovers your weaknesses and exploits them.



**ADMIRAL LEONID
VASILIEV**

Your toughest opponent, Vasiliev's precision under fire is unequalled.



**REAR ADMIRAL
EVELYN KENNEDY**

In this group Kennedy is average. However, she is your most ruthless adversary.

WAR GAMES

- Mission Title
Compete against a
friend in WAR
**CAPTURE THE
HARBOUR or
CAPTURE THE FLAG**

Scroll through 35
War Game topics



Press **START**
to accept your
selections and
go to the Fleet
Select screen

Compete against a human opponent in multiple missions, using various combinations of objectives, maps, and fleets. (To view a list of ships and their abbreviations, see *The Squadroner*.)

TO BEGIN A WAR GAME:

1. Select **WAR GAMES** from the 2-Player menu, and the Mission Select screen appears.
2. Scroll through Maps and Objectives and select your mission. The Fleet Select screen appears. (To select a fleet, see *Fleet Select*.)
3. Each player must press **START** to accept fleet selection and advance to the Strategic Map.

MAP Cycle through 35 topographical maps. Select the locale of your upcoming War Game.

OBJECTIVE Select a War Game from the three available.

WAR Destroy your opponent's fleet.

- **Offensive Strategy:** Be aggressive in your attack. The best battle is the one on your terms.
- **Defensive Strategy:** Create balanced task forces with various specialty ships (e.g., AC, ML, PT). If one ship can't sink the enemy, your next one probably can.

CAPTURE THE FLAG: Sink your opponent's flagship to steal the flag, then return it to your home harbour.

Hint: Sink the ship that carries your flag before it reaches the enemy harbour, and reclaim possession.

- **Offensive Strategy:** Capture the flag with a fast ship (i.e., PT, CR, SM, or DD) so you can shuttle it quickly to your home harbour.
- **Defensive Strategy:** Your flagship is the first ship you deploy. Select a fast ship to carry your flag and surround it with powerful ships (e.g., BB, AC, CR, and DD).

CAPTURE THE HARBOR: Transport troops to your enemy's harbor and defend your gains!

- **Offensive Strategy:** Get your Troop Transport safely to the enemy Harbor, then unload troops immediately.
- **Defensive Strategy:** Sink the enemy's Troop Transports at any cost.

FLEET SELECT

Press **START** to advance to the Strategic Map with your fleet selection.



D-Pad **UP/DOWN** to scroll through fleets

Fleet Title

Press **A** to view in-game ship info

The total number of each class of ship

Lead the fleet of your choice in a 2 Player War Game. Build a Custom Fleet or select from the three fleet types provided.

Note: Default selections appear as bold in the list(s).

BALANCED Two of every ship in your inventory

CUSTOM FLEET Build a Custom Fleet, using up to 16 ships of your choice

TO BUILD A CUSTOM FLEET:

- 1 Highlight an available ship, then D-Pad **RIGHT** to add that ship to your fleet. You can add up to 6 of one class.
- D-Pad **LEFT** to remove a ship.
- 2 Press **START** to accept your customized fleet. After both players have selected fleets the Strategic Map appears.

Note: We need have at least one Troop Transport in order to capture an enemy harbor.

SPECIAL PURPOSES:

Builders have formed the following fleets to perform specific tasks:

PACIFIC	Best overall fleet composition. Good for general purpose battles.
JAP/ANG	Numerous Battleships and Cruisers. Best in heavyweight battles.
WOLFPAK	Loaded with Subs. Excellent for stealth fights.
CAPAL	Multiple Battleships. Great for big gun fun.
FAST	Packed with Destroyers. Great in quick and furious battles.
MOBILE	Meaty Patrol Boats. Perfect for numerous fly weight battles.



- NOBWAY** A fair amount of Aircraft Carriers and escorts. Good when faced with a battle for air superiority.
- CONVOY** Multiple Transport Transports. Best for land based attacks.
- FLEETS OF THE WORLD**
These fleets represent naval units from around the globe.

THE SCUTTLEBUTT

Derived from the daily gossip between aboard the ship a scuttlebutt (drinking fountain) the term "scuttlebutt" came to mean "inside information" to a ship's crew. Following is the scuttlebutt on every ship in your fleet: complements of the Battlebuch.com team.

Fleet Data

Press **A** from the Fleet Select screen to access in-game scuttlebutt.

Help Text:



Ship Class

Ship Status

Features can exist, and status are displayed in text-the longer the bar the better the rating

- To get a good look at any ship, **D-Pad UP** to zoom in for a close-up, then **D-Pad RIGHT** to rotate it 360.
- To view the next ship, press **A**.
- To return to the Fleet Select screen, press **B**.

AIRCRAFT CARRIER / AC

Though slow and tough to control, the AC delivers payoffs for the more advanced player.

B	Main guns
B-TL-C	Virtual D-Pad to control F14
Y	3 F14 Fighters (lock-on)
D-Pad	Navigate ship
X	Depth charge
A	F14 Air Patrol
L Shift	User controlled F14
Z	Rescue Helicopter
R Shift	Drop Bombs
L Shift	Recall F-14
C + D-Pad	Target manually
C	Over-ride Auto-Target



- The most versatile weapon against any ship is the AC's F14 Bomber
- You are unable to fire until your planes return from an attack
- Launch F14 Air Patrol and shoot down incoming missiles
- To launch up to 3 user controlled F14 attacks: press **Left SHIFT** (Use the Virtual D-Pad to control the F14) then press **Right SHIFT** to drop the bombs. To recall the aircraft: press **Left SHIFT**

BATTLESHIPS / BB

Sub makes the BB an easy target, but this is a minor handicap for the toughest ship in your fleet

B	Main guns
X	Anti sub helicopter
Y	Cruise missile (lock on)
D-Pad	Navigate ship
A	Anti aircraft guns
C	Over-ride auto target
C D-Pad	Target manually
Z	Rescue Helicopter



- To fire all three main guns: press **B** three times
- From broadside: you can fire all three main guns; from the bow; you fire two main guns; from the stern, you fire one main gun only
- High powered main guns have the longest range when fired broadside

CRUISER / CR

A good match against any ship, the CR has everything a Commander could ask for in terms of speed and arm.

B	Main guns
D-Pad	Navigate ship
Y	Missile (lock-on)
X	Depth charge
Left SHIFT	Radar jam
A	Auto-evade guns
C	Over ride auto target
C + D Pad	Target manually
Z	Rescue Helicopter



- To launch three missiles simultaneously press Y three times
- Unjam Radar Jam and fire your ship from opponent's lock-on

DESTROYER/ DD

Tough and fairly quick, the DD works well as an escort.

B	Main guns
X	Depth charge
Y	Torpedoes
D Pad	Navigate ship
A	Radar jam
C + D Pad	Target manually
C	Over ride auto target
Z	Rescue Helicopter



- Unless sonar ping to identify those slippery Subs
- The sonar ding and depth charge are effective against the Submarines only

PATROL BOAT / PT

Is low speed and control to stay close of incoming fire. The PT was not designed to take hits

B	Main gun
X	Depth charge
Y	Torpedoes
O Pad	Navigate ship
A	Sonar ping
Left SHIFT	Hydrofoil
C	Over ride auto target
C + O Pad	Target manually
Z	Rescue helicopter



- Sonar ping and depth charge make the PT an excellent contender against the Sub
- For an 8 second speed boost, press **Left SHIFT** + **O Pad UP** to activate hydrofoil
- Due to its speed and high ship count, the PT is great for scouting enemy territory

MINE LAYER / ML

The ML is slow and difficult to control. Your best bet is to build a wall of mines and take cover behind it.

B	Main gun
D-Pad	Navigate ship
Y	Lay mines
C + D-Pad	Target manually
C	Over-ride auto target
Z	Rescue Helicopter



- At the Strategic Map, press **Y** to build up to two undetected mine fields with the Mine Layer. Enemy ships suffer damage, and carry it over into Tactical Combat.

SUBMARINE / SN

The SN performs well against any ship—stealth mode (submerged) is key.

B	Main gun (surfaced)
X	Submerge/Surface
Y	Torpedoes
D-Pad	Navigate ship
C	Over-ride auto target
C + D-Pad	Target manually
Z	Rescue Helicopter
Right SHFT	Access periscope



- on the Strategic Map: press **Y** to submerge a SM and send it on a stealth mission to evade enemy loss

TROOP TRANSPORT / TT

Protect the vulnerable TT by signing it with powerful Cruisers and Battleships on the Strategic Map

B	Main gun
X	Depth charge
Y	Dispatch a marine
D Pad	Navigate ship
C	Over-ride auto target
C + G Pad	Target manually
Left SHIFT	Sonar Ping
Z	Rescue Helicopter



- If there is a shore based goal, a Troop transport is necessary
- You are limited to 16 marines per Transport. Dispatch them wisely
- The depth charge is effective against the Submarine only

OPTIONS

Adjust the Battlestations setup to suit your style of gameplay

LANGUAGE Set onscreen text to **ENGLISH**, **FRENCH**, or **GERMAN**

SOUND Adjust the sound effects volume

STEREO-MONO Select between **STEREO** and **MONO** sound

MUSIC Adjust the music volume

CONTROL PAD Select from three Control Pad configurations

- To view the team behind Battlestations™ press **A**

PAUSE/EXIT A GAME

You can pause or exit a game anytime during gameplay

TO PAUSE A GAME:

- Press **START** to pause a game from the Strategic Map or Tactical Combat screen. **GAME PAUSED** appears across the screen.
- To resume play, press **START** a second time. The action proceeds.

To exit a game:

- Press **START + A + B + C** at any time. You return to the title screen.